

IN THE CLAIMS:

Claim 1 (Original) A user interface for providing a designer with an enhanced programming environment comprising:

a first display portion representing a page, the first display portion receiving dragged and dropped objects;

a second display portion representing a library of the objects for dragging and dropping the objects into the first display portion, said objects executable on one of a server and a client;

a third display portion for configuring at least one of a method or property of one of the objects after the one of the objects has been dragged and dropped into the first display portion.

Claim 2 (Original) The user interface according to claim 1, further comprising:

a fourth display portion providing a selection between scripting the object for said server or for said client.

Claim 3 (Original) A system for providing a designer with an enhanced programming environment comprising:

a library of objects capable of being dragged and dropped onto a page, said objects including script that executes on one of a server and a client;

a first display portion representing a page, the first display portion receiving dragged and dropped objects;

a second display portion displaying said library of objects, said system providing for dragging and dropping the objects from said second display portion into the first display portion;
and

a third display portion for configuring at least one of a method or property of one of the

objects after the one of the objects has been dragged and dropped into the first display portion.

Claims 4-9 (Canceled)

Claim 10 (Original) The system according to claim3, further comprising a second page calling said object located on said page.

Claim 11 (Original) The system according to claim 3, further comprising a storage accessible by said server for storing said page as including said object being scripted for at least one of said server or said client.

Claim 12 (Canceled)

Claim 13 (Original) A method for designing a page in a first language model comprising the steps of:

dragging and dropping objects from a first display object library onto a page;

setting the properties associated with objects;

designating whether said objects should execute on a server or on a client;

outputting said page containing said represented objects into a second language model for execution.